

Asynchronous Collaboration Around Multimedia Applied to On-Demand Education (1999) (Make Corrections) (7 citations)

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Abstract: Multimedia content is a central component of on-demand training and education delivered over the World Wide Web. Supporting asynchronous collaboration around educational multimedia is potentially a significant tool for delivering online educational content effectively. A multimedia annotation system tightly integrated with email provides a powerful platform on which to base such functionality. In this paper we describe a series of studies of such a system. First, we built a prototype annotation ... ([Update](#))

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...we can mine user annotations for indexing terms; as multimedia annotations. **are simply meta data associated with multimedia content [1].** A major difference between conventional image annotation and this approach is the purpose of the annotation: collaborative annotations...

...and video than text, but it can be more important because multimedia is more difficult to skim. **The Microsoft MRAS annotation system [1, 2], described below, allows people to easily create and share notes that are linked to specific points or segments in a multimedia object,**...

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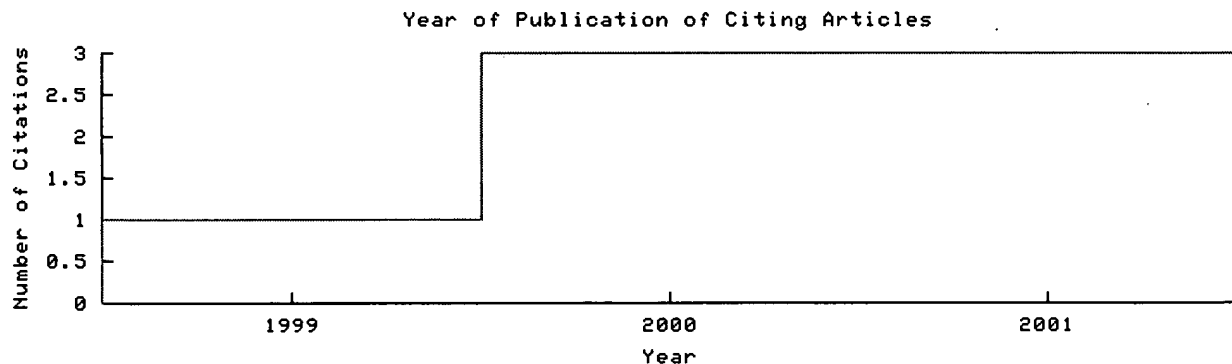
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Bargeron, D.M., Gupta, A., Grudin, J., Sanocki, E., Li, F.: Asynchronous Collaboration Around Multimedia and its Application to On-Demand Training. Microsoft Research Technical Report 99-66. (1999)
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